Project Planning Phase
Project Planning (Product Backlog, Sprint Planning, Stories, Story points)

Date	22 October 2022
Team ID	PNT2022TMID30150
Project Name	Virtual Eye - Life Guard for Swimming Pools to Detect Active Drowning
Maximum Marks	8 Marks

Product Backlog, Sprint Schedule, and Estimation (4 Marks)

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-1	Registration	USN-1	As a user, I can register for the application by entering my email, password, and confirming my password.	1	High	Jothika S
Sprint-1		USN-2	As a user, I will receive confirmation email once I have registered for the application.	2	Low	Ajitha R
Sprint-1		USN-3	As a user, I can register for the application through Gmail	1	Medium	Kaviya K
Sprint-1	Login	USN-4	As a user, I can log into the application by entering email & password.	2	High	Kavitha R
Sprint-1		USN-5	In prediction page, as a user, I can upload the data for detect the drowning person.	3	Medium	Kavitha R
Sprint-1	Dataset collection	USN-6	We can collect number of datasets; we can get high accuracy depends on collecting the number of datasets.	3	High	Ajitha R

Sprint	Functional Requirement (Epic)	User Story Number	User Story / Task	Story Points	Priority	Team Members
Sprint-2	Data Pre-processing	USN-7	The dataset is extracted and is used to train the model.	3	High	Ajitha R
Sprint-2	Train the model	USN-8	Build and train the model.	5	High	Jothika S
Sprint-2		USN-9	Test the model.	8	High	Kaviya K
Sprint-3	Detection/deployment	USN-10	Load the trained model.	5	High	Ajitha R
Sprint-3		USN-11	Now the real-time data to classify it by using a trained model to predict the output of the given real-time input.	7	High	Jothika S
Sprint-4		USN-12	If in case the person is drowning, the system will ring an alarm to notify for rescue the person.	8	High	Kavitha R
Sprint-4	Logout	USN-13	As a user, I can detect and logout from the application.	4	Low	Kaviya K

Project Tracker, Velocity & Burndown Chart: (4 Marks)

Sprint	Total Story Points	Duration	Sprint Start Date	Sprint End Date (Planned)	Story Points Completed (as on Planned End Date)	Sprint Release Date (Actual)
Sprint-1	12	6 Days	24 Oct 2022	29 Oct 2022		
Sprint-2	16	6 Days	31 Oct 2022	05 Nov 2022		
Sprint-3	12	6 Days	07 Nov 2022	12 Nov 2022		
Sprint-4	12	6 Days	14 Nov 2022	19 Nov 2022		

Velocity:

For Sprint-1 the Average Velocity (AV) is:

$$AV = Sprint\ Duration\ /\ velocity = 12\ /\ 6 = 2.0$$

For Sprint-2 the Average Velocity (AV) is:

$$AV = Sprint\ Duration\ /\ velocity = 16\ /\ 6 = 2.7$$

For Sprint-3 the Average Velocity (AV) is:

$$AV = Sprint\ Duration\ /\ velocity = 12\ /\ 6 = 2.0$$

For Sprint-4 the Average Velocity (AV) is:

$$AV = Sprint\ Duration\ /\ velocity = 12/\ 6 = 2.0$$